Summary

✦ Corsairs Manual ✦

1 Before playing

1.1 Introduction

Welcome to the world of Corsairs, a world of adventure, of freedom, where the exhilaration of sailing, gold fever, the sound of cannons and the fierceness of boarding are combined.

You will soon embody one of these corsairs, who, devoted to the cause of his nation, will do anything to make that nation prosper and shine in the four corners of the world, from the Caribbean to the coast of Australia...

During numerous missions, you must:
- Sink or capture enemy ships.
- Capture enemy ports.
- Protect your nation's ports.
- Sink or capture pirates, like the terrible Blackbeard.

Moreover, whether by lucrative trade or by the force of weapons, you can also grow richer for your country's benefit...and your own!

And as your exploits, conquests and feat of arms go by, your reputation will not cease to grow and you will soon possibly be even more admired than your king and more dreaded than the most ferocious pirates!

1.2 Installation

System Requirements:
Computer: PC or 100% compatible
Processor: P133 minimum, P200 recommended.
Memory: 32 MB of RAM recommended
Minimum hard disk space required: 100 MB minimum.
Speed of CD-ROM drive: X4
Video card: All cards are supported by Direct X
Keyboard and mouse 100% Microsoft compatible

Game installation
Insert the CD Corsairs in your drive and wait a few seconds for a window to appear on screen.(If the window does not pop up, double click on "Work station" and then on "CD ROM", and finally on "AutoPlay.exe")

Choose Installation, then follow the instruction on screen. A message will tell you if the installation was successful.

2 Basic principles

2.1 Object of the game:

*Y*ou are a corsair, devoted to the nation that you have chosen.
In the adventure mode, you must perform a series of missions entrusted to you by your king, and at the same time improve your reputation as much as possible.

You objective will thus be to successfully complete all of your missions, while in addition obtaining the best possible score. Your "score" will be directly dependent on your reputation.

In the tutorial mode (training), the object of the game is simply to successfully complete a mission.

2.2 Learn to play in 5 minutes

*I*n order to quickly absorb the basic principles of the game, you are offered 4 tutorial missions.

These 4 missions are meant to familiarise you with all of the important aspects of the game.

Mission 1: Explorer's certificate

Mission 2: Gunner's certificate

Mission 3: Boarding certificate
You must board a ship and capture it.

Mission 4: Corsair's certificate
You must place a spy on board an enemy ship.
You must capture the enemy port.

At the launching of the game, choose "Sail" then "Tutorial Missions" then "Explorer's certificate". Then you just follow the instructions displayed on screen.

3 Detailed instructions

Convention used in this manual:
"Click" means to click with the left button of the mouse.

3.1 Interface

3.11 Main game screen

$\mathcal{W}$hat do we see?

1- The ship:
   The flag it bears designates the nation to which it belongs.

2- The cursor of selection of your ship:

1

2

3

4

You can see several facts summed up in it:
1,2,3 and 4 are the conditions of the ship.
When the colour is green, there is no problem.
When the colour is orange, the ship is damaged.
When the colour is red, the damage is significant.

1: Condition of the sails
2: Condition of the hull
3: Various facts:
- ▸ The background is the colour of the nation
  (Blue background = French...)
- ▸ The head:
  - • Jolly Rogers (skull & cross-bones): 2 cases
    - ◆ You have selected a ship from your nation: the corsair
      is not located aboard this ship.
    - ◆ You have selected an enemy ship: representation by
      default. This does not mean that the corsair is not
      located aboard this ship.
  - • The corsair's head: the corsair is located aboard the selected ship.
  - • The eye: You have a spy aboard this ship. If a special character
    (enemy corsair for example) is located aboard this ship then
    you see the head of the character blink in alternation with
    the eye.

4: Percentage of men aboard the ship in relation to the maximum capacity that
the ship can hold.

Note: When you select an enemy ship you cannot control it. If a spy is
aboard you can study the hold of this ship and will possess all information
concerning this ship.

3- The ship-info window:
It displays various facts about the ship currently selected, like the cargo
breakdown, the condition of the hull, etc. We will explain it in detail a little
further on in this manual.

4- The port:
The group of buildings and structures which make up the port.

If it belongs to your nation here you can:

 Repair or build ships.

 Build, repair or improve buildings.

 Tranship resources from one ship to another, anchored in the same anchoring zone.

 Sell or purchase merchandise.

The flag that the port bears designates the nation to which it belongs. It is not possible for a ship to anchor itself in a port's anchoring zone unless this port belongs to its nation. If the ship attempts to anchor itself in a foreign port, the port's defences engage in combat against the intruder.

5- The compass rose:
Permanently displayed on screen, it allows the direction of the wind to be known at all times.

6- Anchoring zone:
The zone of light blue sea indicates that your boat can drop anchor here.

7- The mini-map:
It shows the whole of the maritime region concerning the current mission. By clicking with the right button of the mouse on the mini-map, the main game screen displays this zone.

8- Alarm icons:
These icons inform you of all important events that unfold outside of the main game screen.
Moreover, an event's direction is indicated by the position of the icon around the screen. You can centre the game screen on one of these "events" by clicking on it with the right button of the mouse, or simply find out about the type of event by clicking on it with the left button.
The alarm icons are explained in detail further on in this manual (Cf. chapter 5.3).

9-Unknown zones:
  The zones displayed in light yellow indicate the zones beyond the view of all
  friendly ports or ships.

10- The cursor:
   By default, its form adapts to that which it is pointing.

3.12 Interface Bar (no ship selected)
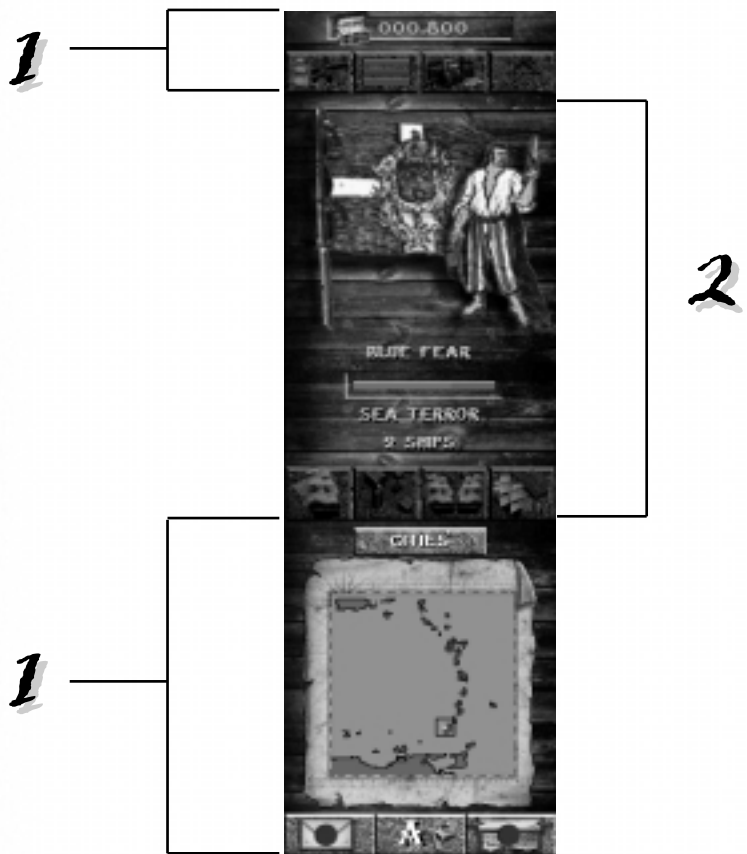
*T*he illustration above represents the interface bar permanently situated to the
  right of the screen.
It is split into 2 parts:
1: The fixed interface, which always looks the same.
2: The contextual interface, whose appearance varies according to the
manipulations executed in the fixed interface or the context (example: the ship is
anchored to a port)
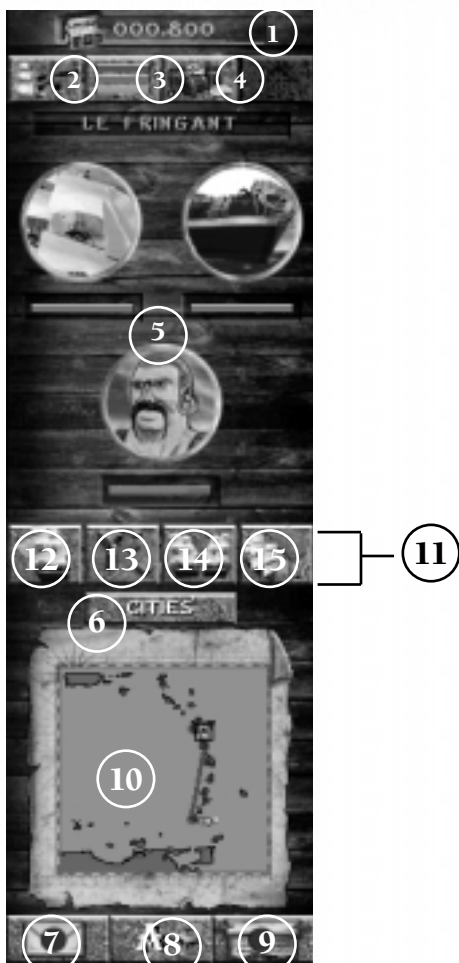
$\mathcal{L}$et's examine the above illustration and explain in detail each numbered element's function:
Unless otherwise specified, we consider that a ship is selected.

1	Indicates the amount of treasure aboard the ship. If no ship is selected, it indicates the cumulative total of your fortune (total treasure of all your ships and secret hideaways).
2	Allows you to adjust the sail level, the ship's type of cannonballs.
3	Allows you to consult the condition of the sails and the hull of the selected ship.
4	Allows you to consult in detail: - The ship's cargo (quantity of: Cannons, Munitions, Rum, Provisions, Freight, Precious freight, Special objets) - The personnel aboard the ship (number of corsairs, captains, sailors, special characters)
5	Location for the contextual interface.
6	Allows you to access a list of all the cities classified by nation. When you click on the button you unroll the list of cities. You have the name of the city and above it 2 figures. These 2 figures correspond to the price of the selected resource. **On the left** = price for which you will purchase this resource **On the right** = price for which you will sell this resource The cities are classified by nation. **Cities Button** : classification by city name. **Sale Button** : classification from the most expensive to the least expensive in Sale mode. **Purchase Button** : classification from the least expensive to the most expensive in Purchase mode. **Scroller page** : By clicking on this button you unscroll the pages. **Scroller Nation** : By clicking on this button you unscroll the Nations. If you click with the right button of the mouse on a city, you centre the screen directly on this city. If you click with the left button of the mouse, the selected boat goes to this city.
7	Allows you to reread the objective(s) of the mission.
8	Allows you to reread the objective(s) of the mission.
9	Allows you to consult the list of messages.
10	Mini-map: It represents the whole of the maritime region concerning the current mission, and allows you to localise at a glance the "visible" ships and ports of each nation (visible = within the of sight of a friendly port or ship or also a ship with a friendly spy aboard). It also allows you to quickly display any part of the map on screen.

11	Contextual interface's port icons. Although a part of the contextual interface, this series of 4 icons (13,14,15,16) is so frequent on screen that it is important to know them well. They appear on screen as soon as the ship is anchored to a port or a principality.
12	Repair or build a ship in a port. Purchase or sell a ship in a principality.
13	Repair or build a building.
14	Tranship merchandise from one ship to another.
15	Trade with the port or a principality.

3.122 The contextual interface

The contextual interface varies according to the manipulations executed in the fixed interface or the context (example: the ship is anchored in a port) The working order of the contextual interface will be explained in detail in the chapters concerned (Example: the working order of the Way-points will be explained in detail in the Sailing chapter)

3.2 Sailing

3.21 Field of vision

3.211 Principle:

*Y*ou cannot see everything that happening on the map.
Your field of vision is limited to the line of visibility of:
* Your ships
* Your ships

As such, an enemy ship will not appear unless it sails into the field of vision of one of your ships or ports (or also if you have a spy aboard an enemy ship. See "Spies" chapter)
Everything that you cannot see is displayed by a yellow beige parchment, on screen.

3.212 Discovery of the zone:

*O*n the mini-map as well as on the game screen you can distinguish the yellow beige zones. This zone is not yet known and is represented in the form of a parchment. As in the past, this parchment is not very precise: it is possible that certain islands do not appear or that the islands are not situated at the location indicated on the parchment

3.213 Range of visibility:

*E*ach ship possesses a range of visibility. So you cannot see enemy ships evolve unless one of your ships is located close at hand. However, one can also see them pass in proximity to your ports by placing a spy aboard them (Cf. 3.73 Spies)

3.22 Selection of ships:

*B*efore being able to operate a ship, and in particular to move it, you must first select it.
To select a ship, just click on it with the left button of the mouse.
To select several ships, you have 2 possibilities:
* Include the ships in a square drawn with the mouse. To do this, the left button of the mouse must be held down and the cursor moved so as to draw the square.

* Click on the icon of the interface bar to select all of one's ships.

3.23 Move a ship

To move a selected ship, click on the zone where you want to move your ship. The zone must be valid.

The form of the cursor indicates both if the zone is valid and the action to take once the destination is reached. The different forms of the cursor are:

: Square of sea, do nothing particular once the destination is reached.

: Anchorage zone, anchor oneself once the destination is reached, generally in front of a port or a principality.

: Enemy ship, attack it with the cannon once within reach of the cannon. In this case, the cursor can take on other forms, depending on the type of cannonball used. Here, it's a question of a classic cannonball.

: Inaccessible zone.

3.24 Manœuvre the sails

Each ship has 3 levels of sails at its disposal:

Level 0: no sails
Level 1: average sails
Level 2: maximum sails

Level 0   Level 1   Level 2

The level of sails directly influences the speed of the ship.

Without an order to the contrary on your part, the ships automatically use maximum sails during their travels.

During cannon combats, a ship can sustain damage to the sails.

The condition of the selected ship's sails is indicated in the "ship-info" window.

The only means of repairing the sails is to go to a friendly port.

The player can raise/lower the sails with the keyboard arrows or by clicking on the "sails" button of the interface bar.
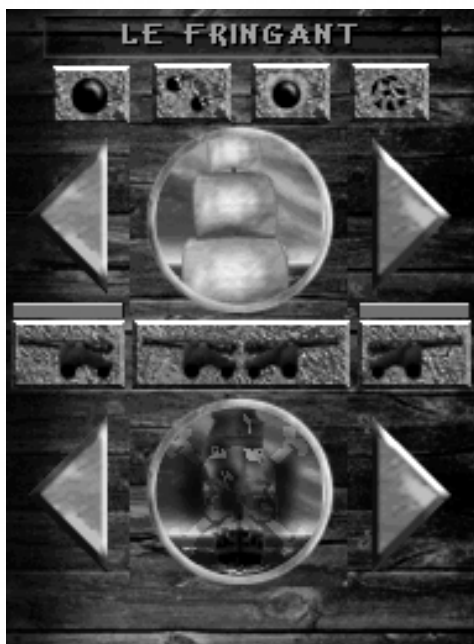
3.3 Trade and transhipment of marchandise

3.31 General points:

*E*ach ship anchored in front of a port or a principality can purchase or sell merchandise there. It is equally possible for two friendly ships anchored side by side to tranship merchandise from one ship to the other.

3.32 Trade of marchandise:

*L*et's consider the illustration above. It represents the state of the interface bar after the player has anchored his ship in front of a port (or a principality) and then clicked on the trade icon (1) to sell or purchase merchandise in this port.

Let's examine the role of each icon:

1	Trade icon: allows you to purchase or sell merchandise when your ship is anchored in an anchoring zone.
2	Name of the selected boat.
3	Allows you to enter the sale of merchandise mode.
4	Allows you to enter the sale of merchandise mode.
5	Allows you to select merchandise among that which is offered (for sale or for purchase).
6	Representative icon of the selected merchandise.
7	Unit price of the selected merchandise (in gold coins).
8	Icon representing the port's warehouse (or the principality's).
9	Icon representing the ship. One recognises a bar on the right that corresponds to the current level of the selected resource, in relation to the maximum transportable.
10	Allows you to set the quantity of merchandise to sell or purchase.
11	In the purchase mode: indicates the quantity of merchandise still available in the port or principality. In the sale mode: indicates the quantity of merchandise currently ready to be sold at the port or principality.
12	In the purchase mode: indicates the quantity of merchandise currently ready to be purchased at the port or the principality. In the sale mode: indicates the quantity of merchandise still available in the port or principality.
13	Current amount of the transaction.
14	Allows you to validate the transaction underway.

3.33 Transhipment of merchandise:

3.331 Principles:

One recognises 2 types of transhipment:
Transhipment from ship to ship.
Transhipment from ship to treasure island.

3.332 Transhipment between ships

Let's consider the illustration below. It represents the state of the interface bar after the player has anchored his ship in front of a port (or a principality)

then clicked on the Transhipment icon . It is imperative that there is at least 2 ships anchored at the same port.

1   Name of the preceding ship
2   Name of the following ship
3   Name of the ship
4   Quantity of selected commodities in the ship's hold
5   Choose the type of commodity to tranship (or the character)
6   Tranship the commodity on a ship
7   Symbolises that one tranships between two ships

3.333 Transhipment between 1 ship and an island

Certain islands will allow you to conceal all or a part of your booty, and to set up a treasure island. Once the island is discovered, anchor your ship in the anchoring zone, then proceed to tranship your merchandise, in the same manner as earlier indicated in the case of a classic transhipment between two ships. If you subsequently wish to recuperate certain merchandise, perform an inverse transhipment.

3.4 Naval combat

3.41 Fire the cannon against another ship:

3.411 Principles:

Your ship must be within firing range of the designated target.

Several methods exist for firing at an enemy ship:

Auto Réaction: when an enemy ship passes in proximity of one of your ships and it is in its line of fire, your ship releases a broadside on the intruder.

Left click on an enemy ship: Your armada or your selected ship will try to sink the designated target. If the enemy rams you, however, boarding will be launched (see boarding chapter).

Use the keyboard buttons (Only valid when a single ship is selected):

SPACE: fire by the 2 scuttles of the ship.

W   : fire by the port side
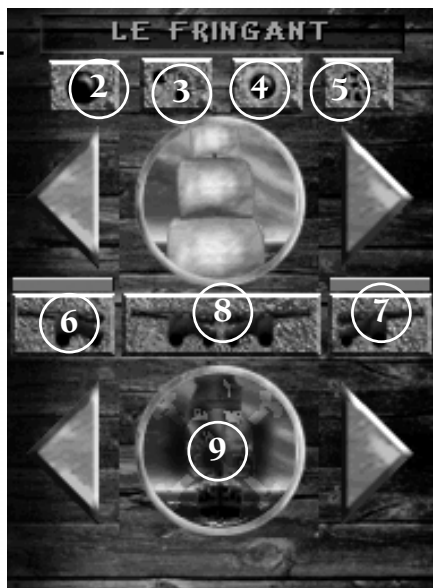
X   : fire by the starboard.

3.412 Choose cannonball type and fire by using the interface:

*W*hen one or several ships are selected you can decide on the type of cannonball to use.

Let's look at the interface below:

1	Icon that allows you to activate the adjustment interface of the selected ship's cannons and sails.
2	Normal cannonball: hits indiscriminately the hull, sails, men and cannons. This cannonball is selected by default.
3	Cannonball & chain:More particularly designed to damage the sails.
4	Explosive cannonball: More particularly designed to damage the hull and cannons.
5	Grapeshot: More particularly designed to kill men.
6	Select the cannons at port side and fire them. Above, a gauge empties itself and then refills itself. This corresponds to the reload time.
7	Select the cannons at starboard and fire them. Above, a gauge empties itself and then refills itself. This corresponds to the reload time.

8 Select all of the cannons and fire them. Above, a gauge empties itself and then refills itself. This corresponds to the reload time.

9 Allocation of a behaviour to a ship:
- Fight to the death.
- Flee when the percentage of damage to the hull, sails or men is higher than 75 %.
- Flee when the percentage of damage to the hull, sails or men is higher than 50%.
- Flee when the percentage of damage to the hull, sails or men is higher than 25%.

3.413 Designate the target and let the ship fight without intervening

*W*hen you have selected a ship, move your cursor onto the enemy ship. The cursor changes form. By clicking with the left button of the mouse, you give the order to your ship to attack the enemy. The former will use the cannonballs that you have chosen or those by default if you did not previously choose any. (Cf. 3.412) Your ship will try to move into position to release a salvo.

3.42 Fire the cannon against an enemy port:

*T*he firing process is identical to that of cannon fire against another ship.

3.43 Combat in armada:

3.431 Principles:

*W*hen you have selected several ships you possess an armada.

As with combat with a single ship you can designate a target to the armada by clicking with the left button of the mouse on the enemy.
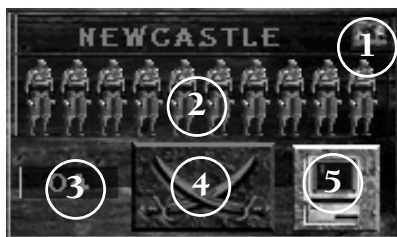
3.5 Boarding:

3.51 Resolution of a boarding:

3.511 Principles:

When 2 enemy ships collide, boarding is launched. At this instant you cannot disengage this phase but have a certain time at your disposal to bring other ships into the conflict.

Let's look at the interface bar below:

1	Name of the enemy ship boarded plus its nation (represented by the flag).
2	Balance of power between the two ships.
3	Countdown: you have a limited time at your disposal to involve other ships in this phase.
4	Resolve the boarding in the manual mode.
5	Automatic resolution. The computer resolves the boarding in your place.

Warning: If your corsair is engaged in a boarding you pass automatically into manual resolution.

3.512 Appoint ships to the boarding:

When a boarding is launched, you have a certain time at your disposal to decide to manually control your crew or to let the computer carry out this task (except in the case where your corsair is implicated in the boarding, you must resolve the boarding manually). During this allotted time, you can appoint

additional ships and thus increase your chances of success at the time of the boarding.

   You just direct your ships to the site of the boarding and have them collide with the ships engaged in this phase.

3.513 Automatic resolution:

The computer resolves the boarding in your place unless your corsair is engaged in the assault.

   The automatic resolution starts up at the end of a certain time and is instantaneous. At the close of this boarding, you can either win or lose.

3.514 Manual resolution:

To access the boarding screen click on the 4 button (diagram 3.511) Your men are on your deck and await your orders. You can recognise different classes of men (Cf. 3.515 Type of troops).

Select and manoeuvre a unit:
‣ To select a unit move your cursor onto the character and click on it with the left button of your mouse.
‣ To deselect a unit, click on the right button of the mouse.
‣ To move the unit, click on the ground with the left button of the mouse.
‣ To designate a target, click on the enemy with the left button of the mouse.
‣ To use the grapnels, click on the "grapnel locations" with the left button of the mouse. Your unit will use the grapnel and will find itself on the opposite deck.

To select several units, there are several methods:
‣ Hold the left button of the mouse down and draw a box. When you release the button of the mouse, the units included in the box are selected.

Terms of victory:
The enemy surrenders according to the following parameters:
‣ According to the number of men you posses on the deck in relation to the enemies present.
‣ According to the number of officers.

1	Character's life points.
2	Number of gun shots that the character can fire.

You have an interface bar during the boarding.

1	Name of the ship
2	Captain or corsair
3	Life points of the captain or corsair
4	Name of the captain or corsair
5	Number of sailors on the deck
6	Number of officers on the deck
7	Balance of power between the 2 enemies
8	Information about the enemy

3.515 The crew:

It is made up of different categories of characters

3.5151 The sailor:

This is the basic unit. This unit fights with a sabre.

3.5152 The officer:

He is armed with a double-barrelled gun and a sabre. He only uses his sabre after firing both barrels of his gun.

3.5153 The capitain:

He is only present if the corsair is not on the ship. He is armed with a four-barrelled gun and a sabre.

3.5154 Le corsair:

He represents you in the game. He is armed with a six-barrelled gun and a sabre. He possesses the same characteristics as the captain. If the corsair dies, you lose the game.

3.516 Fight on land

3.5161 If you attack a pirate hideout or a port:

Like for boarding in the middle of the sea, you have the same type of crew at your disposal. The practicalities are identical to those described above.

3.5162 If you defend a port:

Here, you manage a garrison comprised of soldiers, officers and the governor. The soldier has the same characteristics as the sailor.
The governor has the same characteristics as the captain
but he does not have a firearm.
The practicalities are identical to those described above.

3.5163 If you defend your hideout:

Like for boarding in the middle of the sea, you have the same type of crew at your disposal. The practicalities are identical to those described above.

3.6 Crew management

3.61 Your reputation:

3.611 Factors increasing your reputation as corsair:

3.6111 Positive factors:

‣ If you sink an enemy ship with your corsair.
‣ If you capture an enemy ship with your corsair.
‣ If you capture a port with your corsair.

3.6112 Negative factors:

‣ If your corsair does not participate in any combat action
during a certain time.
‣ If during a boarding or an attack on land, your corsair
does not fight.

3.612 What your reputation of corsair influences:

The better your reputation of corsair, the more luck you will have to see the price of commodities and structures drop.

3.62 Recruitment:

*Y*ou have 2 methods at your disposal to recruit men:
Purchase men in a port or a principality.
Recuperate men after a boarding.

3.7 Management of ports and principalities

3.71 A port's buildings

3.711 The buildings:

A port possesses 4 types of buildings on which you can have an influence:

Dry deck: You can order the construction of ships. According to its level of evolution, you can build ships that are more and more significant. At the maximum level of evolution you can choose up to 12 types of ships. The more evolved the dry deck, the more quickly your orders will be honoured.

Lighthouse: This building allows you to localise the enemies that sail in the port's neighbourhood. The higher the level of evolution this building has, the more its line of visibility is significant.

Fortress: This is the first earthly rampart of your port. The fortress fires on enemies within firing range. The more significant its level of evolution, the more cannons there are and the more significant its range of fire.

Governor's house: This is the last rampart of your port. One finds here a garrison as well as the governor (the local representative of your King).

3.712 Buildings improvements:

*E*ach building has 4 levels of improvement:

Level 0: The building does not exist.
Level 1: The building exists but its efficiency is low.
Level 2: The building is more resistant and more efficient.
Level 3: The building is at the maximum of its capacities.

3.72 Trade of merchandise and ships

3.721 Places where one can trade:

*Y*ou can trade in the ports sailing under the flag of your nation as well as in the principalities.

The purchase and sale prices in the principalities are generally higher. **But be careful**, the prices vary according to the merchant's available stocks.

3.722 Trade of merchandise:

Cf. Chapiter 3.32

3.723 Trade of ships:

*I*f one anchors in a port, it is possible to order the construction or repair of a ship.

If one anchors in a principality, it is possible to sell the ship or ships (except for the one where the corsair is found) or to purchase used ships. The money will automatically be credited to the corsair's ship when it is a matter of the sale of a ship.

3.73 Spies

3.731 Recruit a spy:

*Y*ou must anchor yourself in a principality to recruit a spy. Let's look at the interface bar of the principality below:
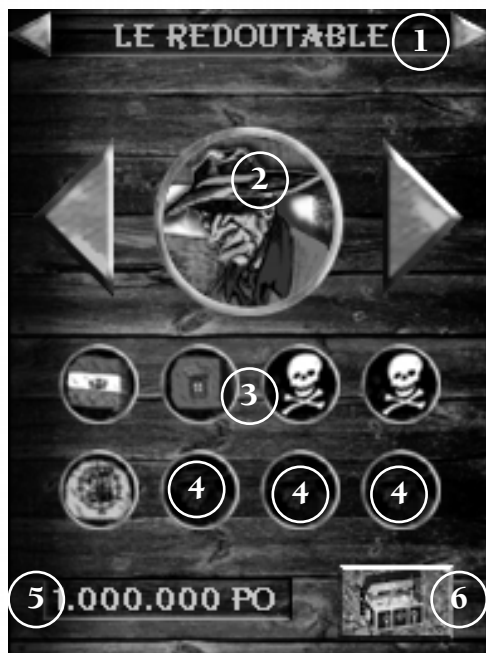
1	Name of the ship.
2	Spy's nationality: he will climb on board the first ship, having the same nationality as himself, to berth in this principality.
3	Summary of the spies still alongside the quay.
4	Free square: one can still purchase a spy.
5	Price of the spy.
6	Confirm: one purchases the services of the spy.

The number of spies on land that you can possess in a principality is limited to 8.

3.732 Role of the spy:

When you place a spy on an enemy ship, he allows you to locate the enemy ship on the map and the mini-map. You obtain information about the condition of the ship as well as its stock in the hold by clicking on the enemy ship wherever it is.

3.8 Pirate hideouts:

Pirate hideouts are places where pirates come to resupply.
Destroying a pirate hideout can allow you to recuperate parchments permitting localisation of certain pirate hiding places, each with riches to take over...

It is not because a pirate hideout is destroyed that is activities will definitively cease.

It is very possible that the hideout is rebuilt and that pirates newly establish themselves there afterwards.

3.9 Treasure islands:

3.91 Hide a part of one's treasure/isolated islands:

During the game, you will have the chance to discover islands on which it will be possible for you to conceal a part of your booty. The operation is described in chapter 3.333.

3.92 Look for a treasure:

You will sometimes be led to learn of a treasure's existence. The existence of this treasure can be communicated to you by a prisoner or some other character during the capture of a port, during the destruction of a pirate hideout.

4 Missions:

4.1 Principles:

When you start up a new mission, a page describes to you the mission and the context in which you find yourself.

During the mission, different objectives said to be "primary" will be given to you. If you accomplish these objectives, the mission will be successfully completed.

There are missions said to be "secondary". These are requests made to your Corsair to solve a problem in exchange for which you will obtain a premium. You have no obligation whatsoever to carry them out.

When you accomplish an objective this directly influences your reputation.

4.2 Messages:

The objectives do not appear on your screen. To read them, you have 2 buttons at your disposal.

button 1   button 2

When button 1 blinks, this means that you just received a new objective. If you click on this button, you open the missive and can read the objective.

If you want to read the summary of primary objectives to accomplish or that have been accomplished, click on the 2 button.

5 Reference guide

5.1 List of ships

Caravelle
Merchant ship
Crew   : 80
Cannons   : 30
Tonnage   : 600
Speed   : 6,5
Very difficult to handle, it serves above all for the transport of merchandise.

Flûte
Merchant ship
Crew   : 30
Cannons   : 10
Tonnage   : 200
Speed   : 5,5
Slower but easier to handle than the caravel, this is a ship that serves above all for the transport merchandise.

Pinasse
Merchant ship
Crew   : 60
Cannons   : 20
Tonnage   : 400
Speed   : 6,0
Ship that serves above all for the transport of merchandise. It is sometimes used as a warship.

Chebec
Small rapid ship
Crew   : 15
Cannons   : 6
Tonnage   : 120
Speed   : 6,2
This is the smallest ship. Costing little, it is especially used by pirates.

Cotre
Small rapid ship
Crew   : 30
Cannons   : 14
Tonnage   : 280
Speed   : 6,3
It is equivalent to the Xebec but possesses a
superior firepower.

Lougre
Small rapid ship
Crew   : 20
Cannons   : 8
Tonnage   : 160
Speed   : 6,5
It is the easiest to handle in its class.

Brigantin
Rapid warship
Crew   : 150
Cannons   : 40
Tonnage   : 800
Speed   : 9
Ship very easy to handle, as well as having a
hold of great capacity at its disposal.

Frégate
Rapid warship
Crew   : 200
Cannons   : 50
Tonnage   : 1000
Speed   : 9,5
It is the most powerful warship in
its category.

Goélette
Rapid warship
Crew   : 100
Cannons   : 30
Tonnage   : 600
Speed   : 8,5
This ship is very useful for escorting other boats.

Corvette
Slow warship
Crew   : 400
Cannons   : 74
Tonnage   : 1480
Speed   : 6,3
The corvette is certainly the easiest ship to handle in its category.

Galion
Slow warship
Crew   : 600
Cannons   : 120
Tonnage   : 2400
Speed   : 6,5
Slow but very powerful, the galleon is used above all for the capture of ports or for transport of important characters.

Galiote
Slow warship
Crew   : 50
Cannons   : 10
Tonnage   : 60
Speed   : 6,0
Very easy to handle, the galliot is quite useful against ships with a weak capacity like luggers, cutters and xebecs.

5.2 List of merchandise

There are several types of commodities:

5.21 Resources for sailing.

Men	If you do not possess enough men to manoeuvre your ship (which is to say less than 10% of the transport capacity in men of the ship), you can no longer fire the cannon and the sails will remain blocked at level 1.
Cannons	The more cannons you have, the more damage you will inflict.
Munitions	When you fire the cannon, you consume this resource. 1 munition per shot and per scuttle.

5.22 Resources for exchange.

There are 2 types: Precious freight and classic freight. In the precious freight you can trade jewellery etc. In the classic freight you can trade sugar cane etc...

5.23 Special objects.

In certain missions you will be led to recuperate special objects. These objects cannot be sold.

5.3 Alarms

5.31 Principles

The alarms are mobile icons which figure on the edge of your screen and of your interface. They generally permit you to:
‣ Localise ships not visible on the game screen.
‣ Stay informed of the situation on the ship(s) not visible on the game screen.

‣ You centre the game screen on the ship and have an indication of its condition by clicking with the right button of the mouse.

Note: Sometimes the port alarms will appear. This case presents itself when your port is attacked or it detects an enemy thanks to the lighthouse.

5.32 List of alarms

	Your ship sails.
	Your ship is awaiting orders, it has cast anchor.
	Naval battle: your ship is in the process of fighting an enemy.
	Boarding: your ship is in the process of launching a boarding.
	Spy: you have a spy on this ship.
	Port: your port detected an enemy ship or defends itself in the face of an enemy attack.

5.4 Keyboard shortcuts

W	Fire port side
X	Fire starboard
SPACE	Fire from 2 scuttles
Up arrow	Raise the sails
Down arrow	Lower the sails
ENTER	Centre on the selection in process
ESC	Load the menu

Credits

Note that there may be other keyboard shortcuts, please consult the README.TXT

Producer
MICROÏDS SA

Product Manager
Franck QUERO

Design et Scénario
Pascal MORY

Programmers
Vincent L'HERMITE
Fabrice COLARD
Henri DE CHAUVERON
Vincent DUVERNET
Rudolf FELLER
Marc-Olivier MERY
Olivier MOREL
Franck QUERO
Nicolas VIBERT

Graphics Artists
Ludovic DELCROIX
Gayak LAMAZE
Fabien LAOUER
Stephen MAGNARDI
Julien MARTY

Eric ROYOU
Loïc YVART

Maps Design
Xavier-Claude PASSERI

Game Tester
Jean Christophe MAIROT

Development Manager
Vincent BAILLET

Artistic Director
Loïc YVART

Sound Design and Voice Production
KNOCKIN'BOOTS
PRODUCTIONS
Vicky BAZOMBANZA

Intro Sequence
KATARSYS

Packaging Design
DONALD SIMPSON
& MR WANG
Fabien LAOUER

Manual
GAYAL
AGENCE CONSEIL
Sébastien BERGER
Nicolas GUERINEAU
Pascal MORY
Eric ROYOU

Localisation Manager
Nicolas GUERINEAU

Thanks
Nicolas GOHIN
Didier POULAIN
Laurent PLU